

## AMENDMENTS TO THE CLAIMS

### Listing of Claims:

This listing of claims replaces all prior versions, and listings, of claims in the above-captioned application.

1. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming at a central server system, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

establishing a communications link between the central server system and a player-operated gaming machine in a land-based casino;

conducting a first of the wagering games via the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

authorizing the computing device to access the first or a second of the wagering games offered on the central server system; ~~and~~

conducting the second of the wagering games via the player-operated computing device by generating a random event for the second of the wagering games at the central server system;

wherein the audiovisual content for the second of the wagering games is presented at the computing device; and

providing, at the gaming machine, an award for a winning outcome of the random event for the first of the wagering ~~[[games;]]~~ games.

~~storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device;~~

~~wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version; and~~

~~configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version as a function of whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.~~

2. (Original) The method of claim 1, wherein the wagering game is selected from a group consisting of slots, poker, bingo, keno, and blackjack.

3. (Original) The method of claim 1, wherein the computer network includes an intranet.

4-5. (Canceled)

6. (Previously Presented) The method of claim 1, further including downloading the audiovisual content for the second of the wagering games from the central server system to the gaming machine, and wherein the conducting the second of the wagering games includes executing the game software at the central server system, and wherein the configuring includes configuring the gaming machine to conduct the basic version of the at least one of the wagering games, wherein the at least one of the wagering games is the second of the wagering games.

7. (Previously Presented) The method of claim 1, further including downloading the audiovisual content and the game software for the first of the wagering games from the central server system to the gaming machine, wherein the conducting the first of the wagering games includes displaying the audiovisual content and executing at least a substantial portion of the game software at the gaming machine, and wherein the configuring includes configuring the gaming machine to conduct the enhanced version of the at least one of the wagering games, wherein the at least one of the wagering games is the first of the wagering games.

8. (Previously Presented) The method of claim 1, wherein the offering includes offering a web site operated by the central server system.

9. (Previously Presented) The method of claim 1, wherein the gaming machine is free of a game engine for executing the game software.

10. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on a central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

providing a player-operated gaming machine in a land-based casino and linked to the central server system;

conducting a first of the wagering games via the player-operated gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the gaming machine;

providing, at the gaming machine, an award for a winning outcome of the random event for the first of the wagering games;

providing a player-operated computing device remote from any land-based casino and linked to the central server system by a reconfigurable computer network;

authorizing the computing device to access a second of the wagering games offered on the central server system;

conducting the second of the wagering games via the player-operated computing device, wherein the random event for the second of the wagering games is generated at the central server system and wherein the audiovisual content for the second of the wagering games is presented at the computing device; and

~~storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device.~~

11. (Previously Presented) The method of claim 10, wherein the conducting the first wagering game includes receiving a wager from a player, automatically generating the random event, and wherein the conducting the second wagering game includes receiving a wager from a player and providing an award to the player for a winning outcome of the random event for the second wagering game.

12. (Original) The method of claim 10, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

13. (Original) The method of claim 10, wherein the computer network includes an intranet.

14. (Original) The method of claim 13, wherein the computing device is linked to the central server system by the Internet.

15. (Original) The method of claim 14, further including enabling the computing device to be linked to the central server system by the Internet using a security key.

16-18. (Canceled)

19. (Previously Presented) The method of claim 10, further including downloading the audiovisual content and the game software for the first wagering game from the central server system to the gaming machine, and wherein the conducting the first one of the wagering games via a player-operated gaming machine includes displaying the audiovisual content for the first wagering game and executing the game software for the first wagering game at the gaming machine.

20. (Canceled)

21. (Previously Presented) The method of claim 10, further including downloading the audiovisual content for the second wagering game from the central server system to the computing device, and wherein the conducting the second of the wagering games via the player-operated computing device includes displaying the audiovisual content for the second wagering game at the computing device and executing the game software for the second wagering game at the central server system.

22. (Previously Presented) The method of claim 10, wherein the offering the plurality of wagering games on the central server system includes posting the wagering games on a web site operated by the central server system.

23. (Previously Presented) The method of claim 10, wherein the gaming machine is free of a game engine for executing the game software such that the game software for the first wagering game is executed by the central server system.

24. (Previously Presented) The method of claim 10, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system.

25. (Previously Presented) The method of claim 24, wherein the conducting the first of the wagering games via a player-operated gaming machine includes playing the basic version over the computer network using JavaScript or other language.

26. (Previously Presented) The method of claim 24, wherein the conducting the second of the wagering games via the player-operated computing device includes playing the basic version using JavaScript or other language.

27. (Previously Presented) The method of claim 24, wherein at least one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.

28. (Previously Presented) The method of claim 27, further including downloading the upgraded audiovisual content of the enhanced version from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

29. (Original) The method of claim 27, further including downloading the upgraded audiovisual content from the central server system to the gaming machine and storing the audiovisual content locally on the gaming machine.

30. (Original) The method of claim 10, wherein at least one of the wagering games includes a basic version and an enhanced version, the enhanced version having upgraded audiovisual content relative to the basic version, wherein when the basic version is conducted via one of the computing device and the gaming machine, the basic version is played using JavaScript or other language, and wherein when the enhanced version is conducted via one of the computing device and the gaming machine, the upgraded audiovisual content is downloaded to and stored locally on the one of the computing device and the gaming machine.

31. (Currently Amended) A central server system for integrating casino gaming with non-casino interactive gaming, comprising:

a plurality of wagering games offered by the central server system, each of the plurality of wagering games including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event, ~~wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version;~~ and

a controller programmed to:

establish a communication link between the central server system and a player-operated gaming machine located in a land-based casino,

conduct a first of the wagering games via the player-operated gaming machine, the audiovisual content for the first wagering game being presented at the gaming machine,

establish, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino,

authorize the computing device to access a second of the wagering games offered on the central server system,

cause an award for a winning outcome of the random event for the first of the wagering games to be provided at the gaming machine,

~~configure the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely; and~~

conduct the second of the wagering games via the player-operated computing device by generating the random event of the second wagering game at the central server system, the audiovisual content for the second wagering game being presented at the computing device.

32. (Original) The system of claim 31, wherein the plurality of wagering games are selected from a group consisting of slots, poker, bingo, keno, and blackjack.

33. (Original) The system of claim 31, wherein the computer network includes an intranet.

34. (Previously Presented) The system of claim 33, wherein the computer network includes the Internet.

35. (Original) The system of claim 34, wherein the computing device includes a security key enabling the computing device to be linked to the central server system by the Internet.

36-38. (Canceled)

39. (Previously Presented) The system of claim 31, wherein the gaming machine receives the audiovisual content for the first wagering game and the game software for the first wagering game from the central server system, stores the audiovisual content for the first wagering game and the game software for the first wagering game locally, and executes the game software for the first wagering game.

40. (Previously Presented) The system of claim 31, wherein the central server system executes the audiovisual content for the second wagering game and the game software for the second wagering game.

41. (Previously Presented) The system of claim 31, wherein the central server system executes the game software for the second wagering game, and wherein the computing device receives the audiovisual content for the second wagering game from the central server system and stores the audiovisual content for the second wagering game locally.

42. (Previously Presented) The system of claim 31, further comprising a web site posting the plurality of wagering games and operated by the central server system.

43. (Previously Presented) The system of claim 31, wherein the gaming machine is free of a game engine for executing the game software.

44. (Original) The system of claim 31, wherein at least one of the wagering games includes a basic version.

45. (Original) The system of claim 44, wherein the computing device plays the basic version using JavaScript or other language.



46. (Previously Presented) The system of claim 44, wherein the gaming machine plays the basic version over the computer network using JavaScript or other language.

47. (Canceled)

48. (Original) The system of claim 47, wherein the computing device receives the upgraded audiovisual content from the central server system and stores the upgraded audiovisual content locally.

49. (Original) The system of claim 47, wherein the gaming machines receive the upgraded audiovisual content from the central server system and store the upgraded audiovisual content locally.

50. (Currently Amended) The system of claim 31, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, wherein when the gaming machine or the computing device is used to conduct the basic version, the basic version is played using JavaScript or other language, and wherein when the gaming machine or the computing device is used to conduct the enhanced version, the upgraded audiovisual content is downloaded to and stored locally on the gaming machine or on the computing device.

51. (Original) The system of claim 31, wherein the plurality of games are affiliated with a common entity.

52-61. (Canceled)

62. (Original) The method of claim 1, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

63. (Original) The method of claim 10, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

64. (Original) The system of claim 31, wherein the computer network supports TCP/IP protocols for transmission of data thereon.

65. (Canceled)

66. (Currently Amended) A method of integrating casino gaming with non-casino interactive gaming, comprising:

offering a plurality of wagering games on the central server system, the plurality of wagering games each including audiovisual content and game software for generating a random event, the audiovisual content including computer-generated image and animation data representing the random event;

establishing a communications link between the central server system and a plurality of player-operated gaming machines in a land-based casino;

causing a first of the wagering games to be conducted via a first of the gaming machines by generating a random event for the first wagering game at the first gaming machine, wherein the audiovisual content for the first of the wagering games is presented at the first gaming machine;

providing, at the first gaming machine, an award for a winning outcome of the random event for the first of the wagering games;

establishing, via a reconfigurable computer network, a communications link between the central server system and a player-operated computing device remote from any land-based casino;

~~storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device;~~

authorizing the computing device to access a second of the wagering games offered on the central server system over the computer network; and

causing the second of the wagering games to be conducted via the player-operated computing device by generating a random event for the second of the wagering games at the central server system;

wherein the audiovisual content for the second of the wagering games is presented at the computing device.

67. (Previously Presented) The method of claim 66, further comprising downloading the game software for the first wagering game from the central server system to the first gaming machine.

68. (Previously Presented) The method of claim 66, further comprising downloading the audiovisual content for the first wagering game from the central server to the first gaming machine.

69. (Previously Presented) The method of claim 66, further comprising downloading the game software for the first wagering game from the central server system to the first gaming machine prior to the causing the first wagering game to be conducted; and downloading the audiovisual content for the first wagering game from the central server to the first gaming machine.

70. (Previously Presented) The method of claim 66, wherein at least one of the wagering games includes a basic version that is conducted over the reconfigurable computer network at the central server system and at least another one of the wagering games includes an enhanced version having upgraded audiovisual content relative to the basic version.

71. (Previously Presented) The method of claim 70, further including downloading the upgraded audiovisual content of the enhanced version from the central server system to the computing device and storing the upgraded audiovisual content locally on the computing device.

72. (Previously Presented) The method of claim 66, wherein the plurality of gaming machines includes a second gaming machine that is free of a game engine for executing the game software, the method further comprising:

causing a third of the wagering games to be conducted via a second gaming machine, wherein the audiovisual content for the third wagering game is presented at the second gaming machine; and

executing the game software for the third wagering game at the central server system.

73. (Previously Presented) The method of claim 1, wherein the configuring includes configuring the central server system to conduct the basic version responsive to the game software being executed remotely at the central server system.

74. (Previously Presented) The method of claim 1, wherein the configuring includes configuring the gaming machine or the computing device to conduct the enhanced version responsive to the game software being executed locally.

75. (Previously Presented) The method of claim 1, wherein the player account database includes a plurality of records having multiple fields of information related to an identification of each player.

76. (Previously Presented) The method of claim 75, wherein the fields include at least one of a player's name, date of birth, social security number, address, a telephone number, or credit card information.

77. (Previously Presented) The method of claim 76, wherein the fields further include at least one of player tracking information, player preferences, or server preferences, the method further comprising configuring the central server system to configure menus of the first wagering game based on the at least one of the player tracking information, the player preferences, or the server preferences.

78. (Previously Presented) The method of claim 77, further comprising computing a bonus to be awarded to a player of the first wagering game or the second wagering game based upon the player preferences associated with the player.

79. (Previously Presented) The method of claim 10, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, the method further comprising configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

80. (Previously Presented) The method of claim 10, further comprising:  
receiving a wager from a player to play the first of the wagering games or the second of the wagering games;

deducting an amount corresponding to the wager from a monetary source based on the financial account information associated with the player.

81. (Previously Presented) The system of claim 31, wherein the controller is further programmed to retrieve financial account information stored in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device.

82. (Previously Presented) The method of claim 66, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, the method further comprising configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine

or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

83. (New) The method of claim 1, further comprising:

storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device;

wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version; and

configuring the gaming machine, the computing device, or the central server system to conduct the basic version or the enhanced version as a function of whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

84. (New) The method of claim 10, further comprising:

storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device.

85. (New) The system of claim 31, wherein at least one of the wagering games includes a basic version and an enhanced version having upgraded audiovisual content relative to the basic version, and wherein the controller is further programmed to configure the central server system to conduct the basic version or the enhanced version based on whether the game software is executed locally at the gaming machine or at the computing device, or executed remotely at the central server system, or executed locally and remotely.

86. (New) The method of claim 66, further comprising storing financial account information in a player account database that is remote from the gaming machine and from the computing device, wherein the player account database is communicatively accessible by the gaming machine and by the computing device.